

TECHNOLOGY SUPPORT ACTIVITY HIDE - N - GO SEEK

A DIGITAL SPIN ON AN OLD FAVORITE!

Ages: All Ages

Time: 30-60 minutes

Materials Needed: Two (2) cell phones or multi-media devices equipped with photo and text messaging capabilities.

Instructions: This activity will work best using just two small groups of 3-6 kids or doubling the number of cell phones in use, keeping the groups small so every participant has an opportunity to take the picture and send the message.

One team is the hiding team and one team is the 'it' team. The hiding team will find places to hide in and around the Club. Once a location is chosen they must take a picture of that location with all of their team members in it with the exception of the picture taker and send the picture to the phone of the other team.

The hiding team must then wait a predetermined amount of time (if you have a small club maybe 30 seconds, if you have a large club potentially up to two minutes) to see if they 'it' team can find them. If they do find them the teams switch roles, if the hiding team is already gone they get to find a new hiding spot and start the process over again.

Extension Ideas: If cell phone or texting devices are not available, you can modify this activity to be a digital hide-n-go seek hunt. Have teams select a hiding spot and take photos to give clues about their location. Each team then creates a map using photos and text. Once completed, the maps are given to the staff member. Select one team to hide, wait until they are hidden and give the map to the "hunting" team.

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Boys & Girls Clubs of Benton & Franklin Counties

